

Game: Murder At Midnight

This game can be played by almost any age group and is usually played in the evening, although not required. Any number can play with a minimum of about 8 to 10, to make it interesting. It is played in a darkened room, preferably with some obstacles on the floor. One person is selected as the detective and another person, the murderer. This selection must be made so that nobody knows who the murderer is. One method is to draw cards or straws at random. The detective then leaves the room and the lights are turned off. Then everyone starts moving about until the murderer tells someone that they have been murdered. This person, the victim, screams and crouches down. When this happens, everyone must stop where they are, except for the murderer. He may move or stay where he is, but he should not let the detective catch him moving. When the detective hears the scream, he comes back into the room and turns on the lights. He can then ask the player(s) ten questions and everyone except the murderer must tell the truth. Three of his ten questions will be: Are you the murderer? If he asks the murderer this question, he must answer yes. After playing the game once, a new murderer and detective are selected. If the first detective was correct in naming the murderer, he may remain as detective and if he did not guess the murderer, this person may become the new detective. This is optional, and the choices are up to the players.

American  
Education: 3 years of college  
Learned while a Boy Scout  
approximately 6 years ago  
from William Boughton.

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